ANTONY JOHNSTON BEN TEMPLESMITH

DEAD SPACE

image

4 OF 6

$2.99

IMAGE COMICS PRESENTS

DEAD SPACE™

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LETTERING BY RUS WOOTON

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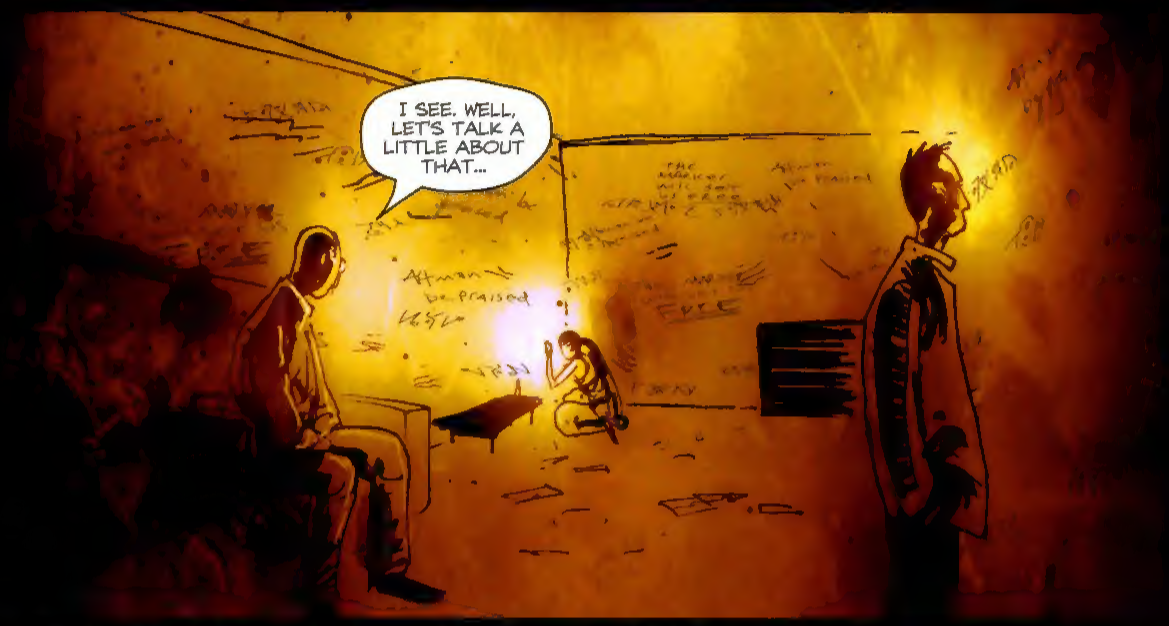
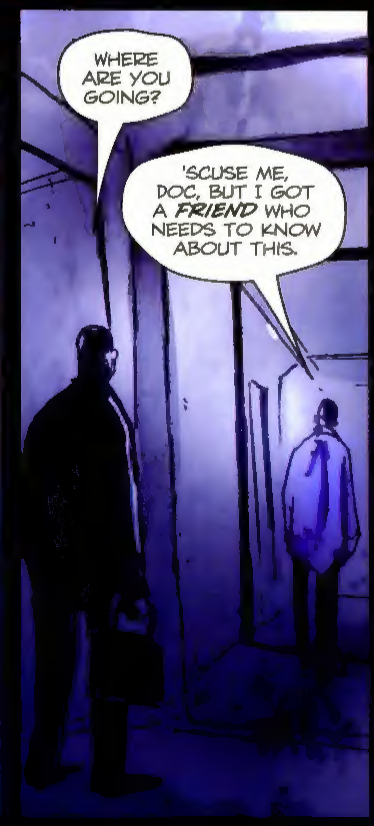
Row B-12, H block

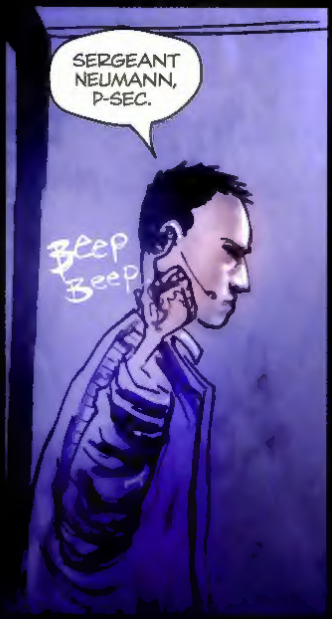
NOW, HOW ARE YOU TODAY? DID YOU SLEEP WELL LAST NIGHT?
DIDN'T SLEEP AT ALL. I'VE BEEN HERE ALL NIGHT.


I SEE. WELL, LET'S TALK A LITTLE ABOUT THAT...

THE FUCK WAS ALL THAT ON THE WALLS? IT LOOKED LIKE--
I KNOW. MORE THAN HALF OF THE PEOPLE WHO CAME INTO CLOSE CONTACT WITH THE MARKER HAVE REACTED IN THE SAME WAY.
ACUTE MORBID DEPRESSION, ATTENTION DEFICIENCY, COMPULSIVE SCRAWLING....

MORE THAN HALF, HUH?


WHERE ARE YOU GOING?
'SCUSE ME, DOC, BUT I GOT A FRIEND WHO NEEDS TO KNOW ABOUT THIS.


SERGEANT NEUMANN, P-SEC.
Beep Beep

North Sector 18
DETECTIVE, THIS IS SUPERVISOR CAMERON OUT ON THE MEGAVENTS. REMEMBER?
YEAH, I REMEMBER. WHAT'S UP?
YOU SAID TO CALL YOU IF I SAW ANY OF THAT WEIRD STUFF AGAIN.

LET ME GUESS. SAME PLACE AS BEFORE?
YEAH...

...AND A WHOLE LOT MORE BESIDES.

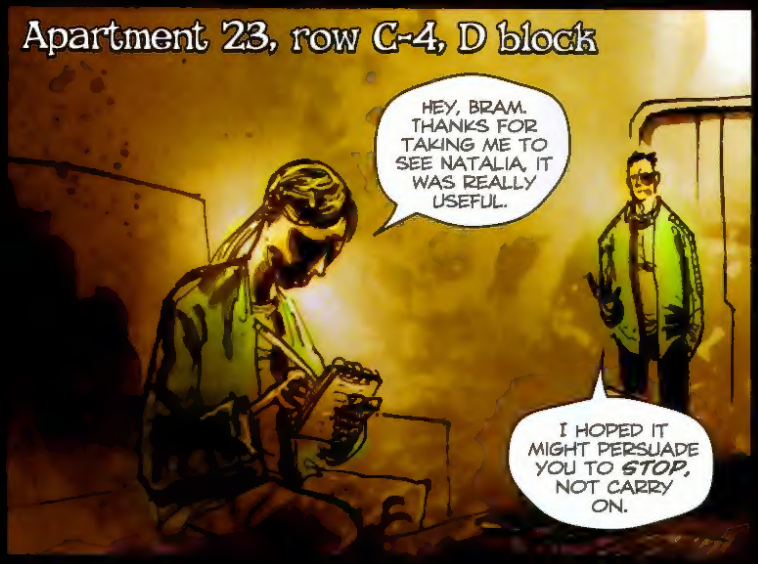
LATE AGAIN, LAMBERT.
COULDN'T SLEEP AGAIN. AND THESE HEADACHES ARE--
JESUS, DID THIS GROW OVERNIGHT?

YEAH. AND YOU CAN MAKE UP FOR BEING LATE BY GETTING DOWN THOSE VENTS AND BURNING IT OFF.

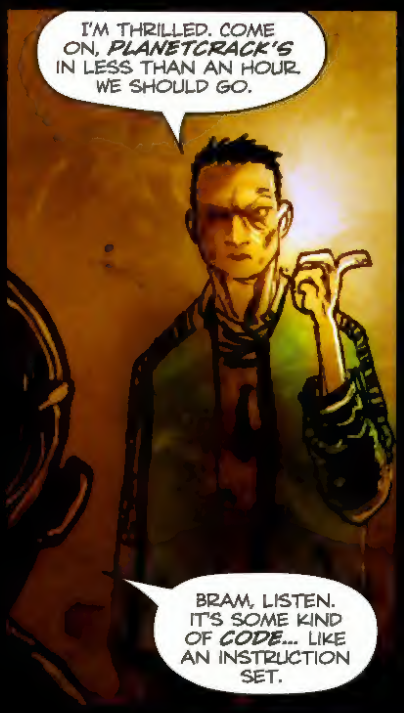
THE MARKER IS ON ITS WAY TO YOU NOW, CAPTAIN. A SECOND SHUTTLE IS CARRYING ALL MURDER VICTIMS.
Office of Hanford Carthusia
AND THE SUICIDES?
THEY'RE ON A THIRD SHUTTLE. THE CREW ARE SET, JUST WAITING FOR ME TO GET ON BOARD SO I CAN JOIN YOU.
JOIN US? THAT'S NOT POSSIBLE. YOU ARE TO STAY ON THE COLONY.
WHAT?! BUT...
CAPTAIN, I'VE GIVEN YOU EVERYTHING YOU'VE ASKED FOR. I DEMAND TO BE A PART OF THIS!
YOU DON'T DEMAND ANYTHING. YOUR COLONY IS OUT OF CONTROL, AND I WON'T RISK THE SAME MADNESS INFECTING MY SHIP.
ONCE THE BODIES ARE ON BOARD, I'M ISSUING A NO-FLY ORDER BETWEEN SHIP AND PLANET-SIDE.
THAT'S OUTRAGEOUS!
IT'S MY DECISION. AND I AM IN CONTROL OF THIS OPERATION.
THEN IF YOU WANT THOSE SUICIDE BODIES, CAPTAIN, YOU'LL HAVE TO BREAK YOUR OWN ORDER AND COME GET THEM YOURSELF.
CARTHUSIA OUT.
KLIK

SUPERVISOR DESHYANOV?
NATALIA?
REMEMBER ME? I CAME WITH DR. SCIARELLO EARLIER.
DON'T KNOW DON'T KNOW YOU CAN'T STOP GOT TO FIND IT...
HOLY SHIT. SHE DID ALL THIS HERSELF?
YEAH. AND I'VE SEEN YOU HUNCHED OVER THAT VIDLOG ENOUGH TIMES TO KNOW YOU'D WANT TO SEE IT.
DAMN TRAIGHT...
NATALIA, WHAT ARE YOU WRITING? IS IT A MESSAGE?
NO NO DON'T UNDERSTAND THEY DON'T NO GOOD IT'S NO GOOD TOO LATE...
...DEATH IS THE KEY. YOU DON'T UNDERSTAND..
WE CAN NEVER GO BACK.
THE MARKER WILL SET US FREE

A SUPERVISOR FOUND A SMALL PIECE OF THIS DOWN IN THE MEGAVENTS LESS THAN A WEEK AGO.
THESE ARE FROM THE VENT HUB, TAKEN *TODAY.*
IF YOU CAN'T SEE IT YET, LET ME SPELL IT OUT FOR YOU.
THERE IS SOMETHING ON THIS PLANET, SOMETHING WE MISSED IN THE INITIAL SWEEP. IT IS ALIEN, IT IS HOSTILE, AND IT IS *INVADING THE GODDAMN COLONY!*
ARE YOU EVEN LISTENING TO ME?
WHAT DOES IT MATTER NOW?
OF COURSE IT MATTERS! I TOLD YOU, WE NEED TO *ABORT* THIS OPERATION! GET EVERYBODY OFF--
WE'RE NOT GOING ANYWHERE. THE CAPTAIN HAS SEEN TO THAT.
WHAT?!
WE ARE STAYING THE COURSE, SERGEANT. *PLANETCRACK* WILL PROCEED TOMORROW MORNING AS PLANNED.
NOW, PLEASE LEAVE. I HAVE PREPARATIONS TO MAKE.


Apartment 23, row C-4, D block
HEY, BRAM. THANKS FOR TAKING ME TO SEE NATALIA, IT WAS REALLY USEFUL.
I HOPED IT MIGHT PERSUADE YOU TO STOP, NOT CARRY ON.

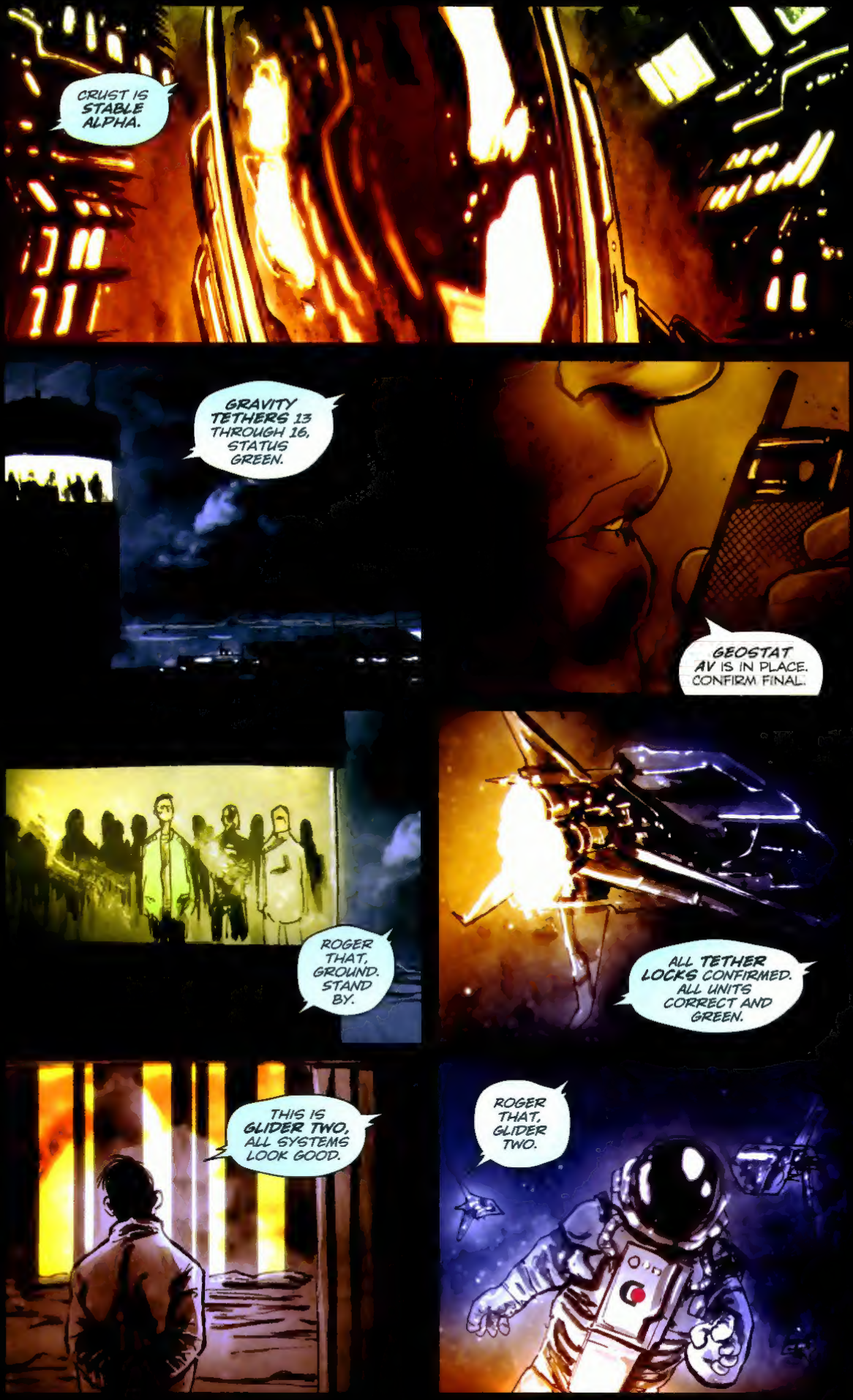
NO WAY. I KNOW SHE'S FLIPPED, BUT SOME OF WHAT SHE SAID MADE A CRAZY KIND OF SENSE. AND IT'S HELPED ME A LOT.
I THINK I KNOW WHAT THE MARKER IS.


I'M THRILLED. COME ON, PLANETCRACK'S IN LESS THAN AN HOUR. WE SHOULD GO.
BRAM, LISTEN. IT'S SOME KIND OF CODE... LIKE AN INSTRUCTION SET.

INSTRUCTIONS FOR WHAT? DRIVING EVERYONE BATSHIT NUTSO?
IT'S TO DO WITH DNA, I THINK. I'M STILL WORKING ON THE SPECIFICS.

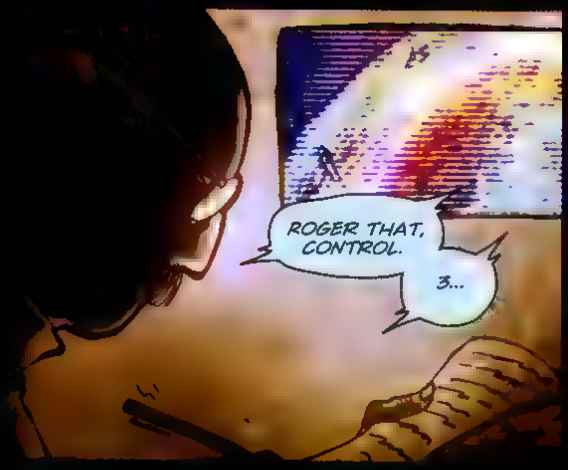
IF WE'RE GOING TO MAKE THE OB, WE HAVE TO LEAVE NOW. YOU COMING, OR NOT?
MARLA!

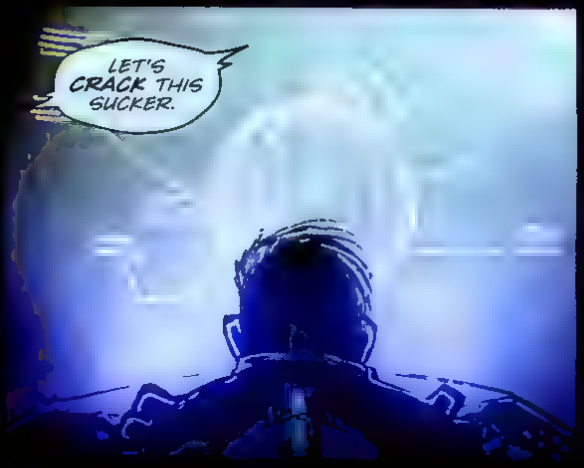
GODDAMN IT...


CRUST IS STABLE ALPHA.
GRAVITY TETHERS 13 THROUGH 16, STATUS GREEN.
GEOSTAT AV IS IN PLACE. CONFIRM FINAL.
ROGER THAT, GROUND. STAND BY.
ALL TETHER LOCKS CONFIRMED. ALL UNITS CORRECT AND GREEN.
THIS IS GLIDER TWO, ALL SYSTEMS LOOK GOOD.
ROGER THAT, GLIDER TWO.

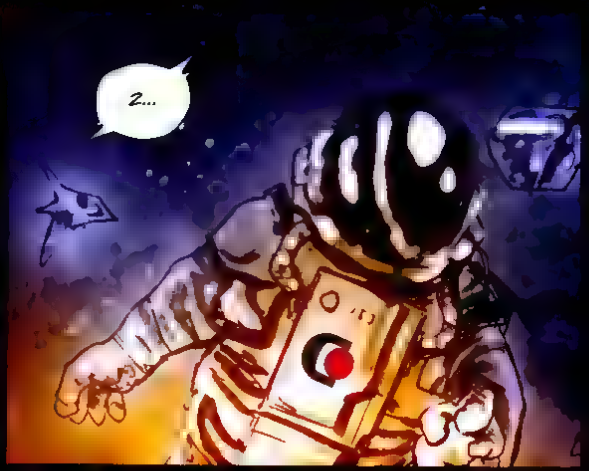
CONTROL, THIS IS GLIDER ONE, WE HAVE CONFIRMED OPERATIONAL FINAL. REPEAT CONFIRMED OPERATIONAL FINAL. ALL UNITS STANDING BY.

ALL RIGHT, MR WHITE. POP THE CORK.


ROGER THAT, CONTROL.
3...

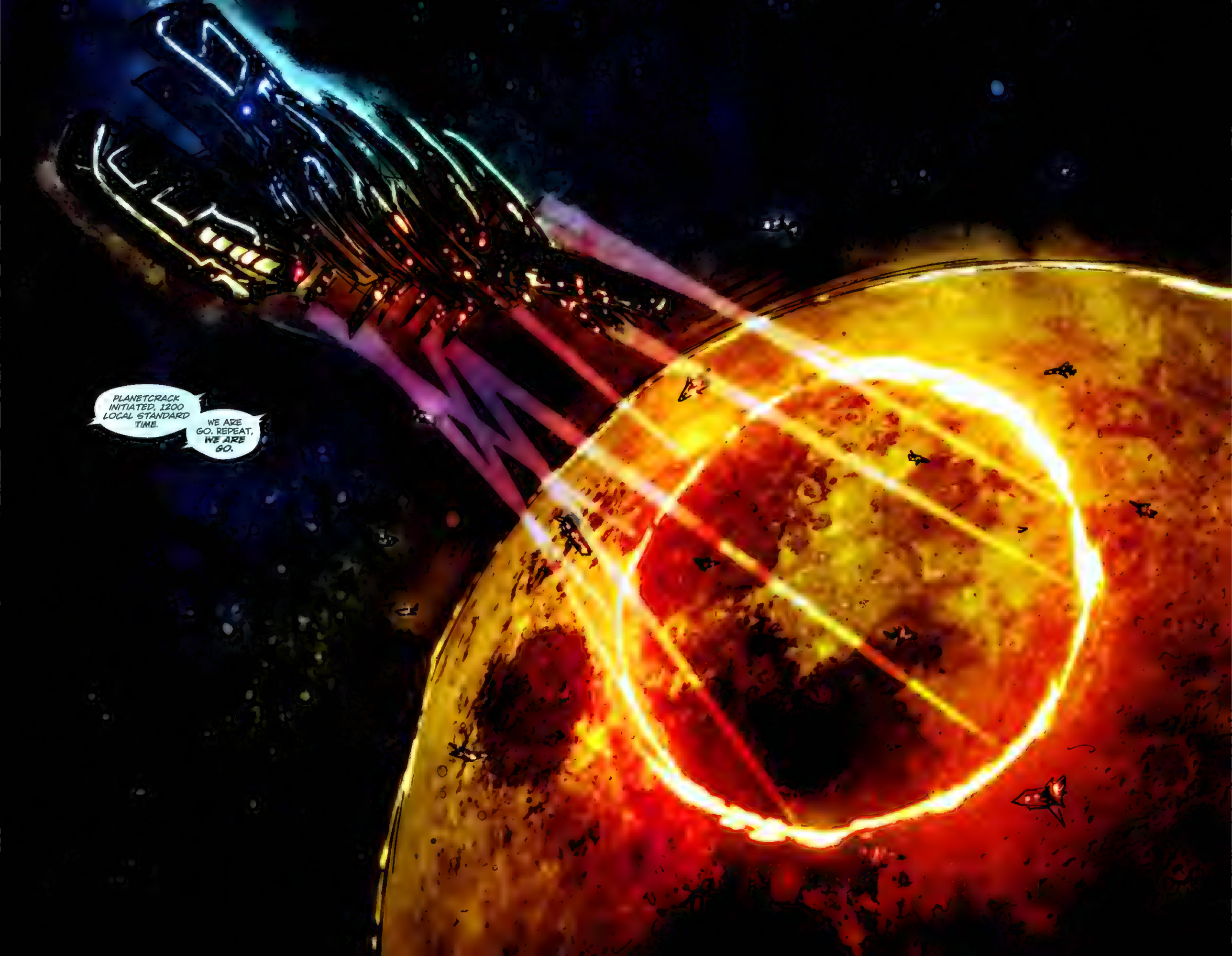

LET'S CRACK THIS SUCKER.

OH, SHIT.
OH, WOW.


2...

1... MARK.

MAN, I LOVE THIS PART.


PLANETCRACK INITIATED, 1200 LOCAL STANDARD TIME.
WE ARE GO. REPEAT, WE ARE GO.

BRAM, IT'S MARLA. YOU THERE?
YEAH, THEY JUST FINISHED--
--HOLY SHIT!
WHAT THE FUCK
MARLA?
MARLA, COME IN!
HELL WAS THAT?
MONITORS DOWN
IS THAT NORMAL?
BRAM, ARE YOU THERE? YOU'VE GOT TO HEAR THIS, IT'S--
...SHIT!
HMMMM.

CONTROL, THIS IS NEUMANN. WHAT THE HELL JUST HAPPENED?
"SSSSSS"

CONTROL! COME IN!
"SSSSSS"
DAMMIT...!

NNNGH...!

WHERE THE HELL ARE THE BACKUP GENERATORS...?

THERE'S NO TIME, TOM... I TRIED TO WARN YOU... NOW IT'S TOO LATE
AAAH!

BACKUPS MUST BE SHOT
USELESS FUCKIN' ENGINEERS
DAMMIT..
TRAMS TOO, BETCHA
P-SEC! CLEAR THE GODDAMN WAY!
COMM'S DOWN, TOO? JESUS, CAN'T THEY KEEP ANYTHING UP FOR MORE THAN A DAY...?
HEY, LAMBERT! YOU GOT ANY LIGHT DOWN THERE?
NO COMMS
FUCK THIS
SOMEWHERE WITH LIGHT

H-HELLO?
LAB
MORGUE
LAMBERT?
DAMMIT, IF YOU'VE FALLEN ASLEEP I'LL KICK YOUR ASS...
C'MON, MAN, I CAN HEAR YOU! WHAT'S GOING ON?
WHAT THE...?

LOOKS LIKE YOU DROPPED SOMETHING, HERE...
GREAT. YOU KNOW HOW MUCH THESE THINGS COST?
SSSSSSSSSS
JESUS, WILL YOU JUST GET OUT HERE AND QUIT SCREWING AR--
SKRRKRKRR

OH, NO...
MARLA! YOU THERE?
WHAT'S GOING ON?
AAAH! JESUS...
THANK GOD... IT'S CHAOS OUT THERE. EVERYONE'S PANICKING. YOU GOT YOUR GUN?
NO, IT'S N THERE.
THEN BRING IT. GOT A BAD FEELING ABOUT THIS.
BRAM, WAIT. I WAS LOOKING AT THE MARKER AGAIN WHEN THE POWER WENT, AND I THINK I FOUND--
NO TIME, SWEETHEART. RIGHT NOW WE JUST NEED TO GET BACK TO HQ AND FIGURE OUT WHAT THE HELL HAPPENED.

SO UNDIGNIFIED...
I'M SO SORRY YOU COULDN'T JOIN THE *OTHERS*. I DON'T KNOW IF THERE'LL BE ANOTHER CHANCE...
BUT WITH A LITTLE LUCK, WE MIGHT--
AH. AT LAST.
CARTHUSIA TO THE *ISHIMURA*. ISHIMURA, CAN YOU HEAR ME?
SSSSSSS
DAMN IT ALL TO HELL.

AND ABOUT TIME. THE GENERATORS SHOULD HAVE KICKED IN LONG BEFORE NOW.
SO WHERE IS EVERYBODY?
HEADING FOR THE SHUTTLE BAY, IF THEY'VE GOT ANY SENSE...
...AW, FUCK.
OH MY GOD.
JONES, MCCABE... EVEN THE COMMANDER.
AND THERE'S THAT WEIRD SHIT AGAIN. GOT HERE PRETTY FAST FROM THE VENTS.

SSSS TOM? IT'S JONN WELLAND. DO YOU *SSSSS* TOM? ARE YOU THERE?

I'M HERE. WHAT IN GOD'S NAME IS GOING ON?
SSSS IF I KNOW. BUT WE'VE GOT PANIC *SSSSS* BODIES STARTING TO STACK *SSSSS*
SAY WHAT? MORE MURDERS?

SSSS DYING HERE, BUT I DON'T KNOW *SSSSS* OR WHAT.
AAAAAH!
WHAT THE HELL...?
HOLD ON, JONN.

HUH. NOBODY HERE. SO WHO--?

OH.

I DON'T... I CAN'T BELIEVE THIS...
DON'T TOUCH THEM!

YOU'RE RIGHT, I SHOULD CALL THE M.E.
NO, I MEAN WE HAVE TO GET OUT OF HERE. RIGHT NOW.

"YOU REMEMBER I SAID THE CARVINGS WERE SOME KIND OF INSTRUCTIONS, FOR DNA? WELL, I THINK I FIGURED IT OUT..."
YOUR TIME WILL COME, MY FRIENDS. I'LL SEE TO IT MYSELF.

MARLA, THIS IS SERIOUS SHIT. DNA DOESN'T JUST GET UP AND GO WALKABOUT TO KILL PEOPLE.
IT DOES IF IT'S RECOMBINANT!
RECOM- WHAT, NOW?

"RECOMBINANT. A DNA THAT MUTATES GENES AT THE CELLULAR LEVEL, LIKE A CANCER, OR A VIRUS!"
SOON, WE WILL ALL ASCEND...

BUT IT ONLY SPREADS THROUGH A SPECIFIC TARGET VECTOR!
WHAT? TALK ENGLISH, FOR GOD'S SAKE!

"NECROTIC FLESH, BRAM! IT INFECTS DEAD BODIES!"
...ALTMAN BE PRAISED.
TO BE CONTINUED...

The i Word

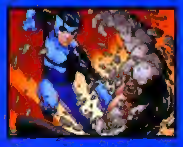
image

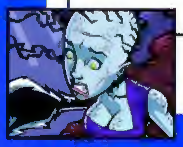
CHARLATAN BALL #1
Meet Chuck Amok, a down-and-out stage magician pumping the sleaze 'n' peanut circuit. When he and his trusty rabbit, Caesar, are transported to a reality where magic *actually* works... Chuck's showbiz compulsions take on a whole new meaning. But why was this wayward chucker picked? Only the vile Demon Empty knows for sure!

THE AMORY WARS II #1 (OF 5)
"THE SECOND STAGE TURBINE BLADE, PART VI". The first new issue of "The Amory Wars"! Trapped in space, Coheed and Cambria use their new-found abilities to face off against the awesome power of Admiral Vielar Crom; the Prise make a terrible sacrifice; and Supreme Tri-Mage Wilhelm Ryan reveals the secret behind his plans to power the ultimate weapon.

WAR HEROES #1 (of 6)
If you've been wondering what MARK MILLAR had planned for ULTIMATES 3, then wonder no more – this is it! The mind that reinvented superheroes for the 21st Century joins forces with one of comicdom's best artists to chart new courses of superhero action in a series that will definitely be one of the most talked about of the year!

A RED MASS FOR MARS #1 (of 4)
"ETERNITY". From the mind of comic book innovator JONATHAN HICKMAN and pen of super-talent and Image debutant RYAN BODENHEIM comes A RED MASS FOR MARS. In a world that has survived every catastrophe imaginable, a new threat from beyond the stars looks to be the end of all humanity. A RED MASS FOR MARS is a story about the death of utopia, the last days of Earth, and the one man who could save us all – but won't.





WWW If you are unfamiliar with DEAD SPACE artist Ben Templesmith's work, visit www.templesmith.com and see why he's been nominated for multiple Eisner Awards three years in a row.

JUNE HITLIST

- '76 #4 (of 8)
- AGE OF BRONZE #27
- ALETHIA #2 (OF 3)
- THE AMORY WARS II #1 (of 5)
- THE ASTOUNDING WOLF-MAN #7
- BOMB QUEEN V #2 (OF 6)
- CHARLATAN BALL #1
- THE DARKNESS #6
- DEAD SPACE #4 (of 6)
- DISPLACED PERSONS OGN
- DYNAMO 5 #14
- ELEPHANTMEN #12
- FIREBREATHER #2
- GEMINI #2 (of 5)
- HAWAIIAN DICK #5
- THE INFINITE HORIZON #4 (of 6)
- INVINCIBLE #51
- JACK STAFF #18
- KILL ALL PARENTS #1
- MADMAN ATOMIC COMICS #10
- NOBLE CAUSES #35
- THE PERHAPANAUTS #3
- PILOT SEASON: ALIBI #1
- PILOT SEASON: GENIUS #1
- PRETTY BABY MACHINE #2 (of 3)
- PROOF #9
- A RED MASS FOR MARS #1 (of 4)
- SCREAMLAND #4 (of 5)
- SPAWN #179
- TALES OF THE STARLIGHT DRIVE-IN OGN
- THE SWORD #9
- THE WALKING DEAD #51
- TRANSHUMAN #3 (of 4)
- TRUE STORY SWEAR TO GOD #12
- VIX #1 (of 3)
- WAR HEROES #1 (of 6)
- WILDGUARD: INSIDER #2 (of 3)
- YOUNGBLOOD #5

GRAND LARSENY

Sometimes the best thing you can do as an editor and as a publisher is to stay out of the way. Case in point: Mark Millar.

Mark Millar doesn't need me telling him how to do his job. He's figured it out. He doesn't need a focus group or an editorial board and attending stockholders looking over his shoulder and telling him what he can and can't do. What Mark needs – more than anything – is to be left alone to create great comics.

We don't get in the way.

When Mark Millar brought us War Heroes, we didn't try to impose our vision or steer him in another direction.

It's always about the creators at Image. We'll do our part to push and shout and whatnot, but it always comes down to the creators and what they bring to the table. We don't write the books for creators – or rewrite them – we just get out of the way and let the magic happen. And that's a cool thing in a project like War Heroes. I know Mark has worked in situations in the past where editorial was sitting on his shoulders like a 500-pound gorilla. It's nice to be able to see what he can do without somebody getting in the way. It's quite awesome to behold, actually.

War Heroes is Mark's book and we're giving him free reign to do what he does best. There is nobody here telling him what he can and can't do. That's the beauty of Image – it's all about freedom for the creators. I've been there myself and once you've tasted that freedom, it's pretty hard to put the shackles back on and have that gorilla crawl back up there. Once the creator is driving that bus and taking it where they want to take it, it's a wild ride. With Mark Millar and Tony Harris behind the wheel, it's like nothing you've ever seen before.

War Heroes is Mark's vision. It's his version of Ultimates 3, unfiltered, unrestrained and relentless. This is a vision of a world that could have been. It's ballsy and bawdy and balls-to-the-wall, pedal-to-the-metal, adrenalin pumping comic book experience like no other.

Some years back, Mark Millar did a little book for us called Wanted. And Wanted was a gas. Wanted was bigger, bolder, and more exciting than anything that came before it. Is it any wonder why it was turned into a major motion picture?

War Heroes is Wanted cranked up to 11.

You may wonder, "Why Image?"

Well, I'll tell you. Y'see, Image is the home of the world's greatest creator-owned comics – and Mark knows that. Stepping through these doors meant knowing that he was going to get to tell his story his way, without any fear of editorial interference.

It was a natural that the two of us would get together. War Heroes came from the mutual respect and, frankly, love we have for each other. The timing was right.

And, wouldn't you know it, the movie studios are fighting it out to see who can option War Heroes and turn it into the next summer blockbuster!

Do we get a piece of that? No. That isn't what we do.

Sure, we have, on occasion, made connections and put together Hollywood deals for people. That is an option for creators but we don't impose that on anybody. Mark knows how to put deals together and our guidance isn't needed.

War Heroes is another in a long series of books where creators are allowed to run wild. And readers are catching on. They see what creators do here, what they do elsewhere, and they can contrast the two. There have been numerous times where fans have asked why the books a creator does at Image are so much more exciting than their work elsewhere. It really boils down to freedom.

Once readers read what Mark Millar does without that editorial "guidance", they'll get a glimpse into a world they might not have known existed. But it's not just Mark Millar and Tony Harris doing outstanding work. Unbound, there are a lot of guys being given this freedom and these guys are churning out extraordinary work.

Readers, retailers, and creators can see the possibilities that are out there. They can see that a comic book doesn't need to feature a haggard old property that's been passed around for 45 to 70 years. They can see that comics can be fresh, new, and exciting. That anything is possible. There are untold worlds out there just waiting to be seen if only people were willing to open their eyes.

Open your eyes.

War Heroes is here! And that's just the tip of the iceberg.

TALES OF THE STARLIGHT DRIVE-IN has 32 stories taking place over 50 years at a drive-in theater, featuring 23 artists from around the world! The stories combine to create a single novel with a powerful, shocking finale you won't forget!

ZONE

MINUTEMEN